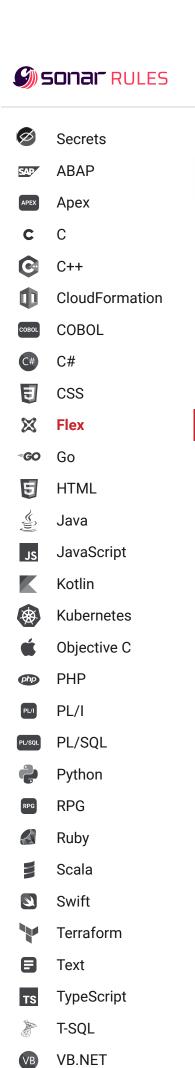
Q



VB6

XML

Code Smell

naming convention

Code Smell

implementation

Rug Bug

Constant names should comply with a

All branches in a conditional structure should not have exactly the same

Classes that extend "Event" should



Flex static code analysis

Unique rules to find Bugs, Security Hotspots, and Code Smells in your FLEX code

All rules 76 & Vulnerability 5	₩ Bug 9 Security Hotspot 1 Code Smell 61
	Tags Search by name
Security.allowDomain() should only be used in a tightly focused manner Substitute of the security of the s	Functions should not have too many lines of code Code Smell Major Description brain-overload A function that grows too large tends to aggregate too many responsibilities. Such functions inevitably become harder to understand and therefore harder to maintain. Above a specific threshold, it is strongly advised to refactor into smaller functions which focus on well-defined tasks. Those smaller functions will not only be easier to understand, but also probably easier to test. Available In: sonarcloud Sonarqube
The flash.system.Security.exactSettings property should never be set to false Uulnerability	
Oynamic classes should not be used Code Smell	
"LocalConnection" should be configured to narrowly specify the domains with which local connections to other Flex application are allowed Vulnerability	
"default" clauses should be first or last	
Code Smell	© 2008-2022 SonarSource S.A., Switzerland. All content is copyright protected. SONAR, SONARSOURCE, SONARLINT, SONARQUBE and SONARCLOUD are trademarks of SonarSource S.A. All other trademarks and copyrights are the property of their respective owners. All rights are expressly reserved. Privacy Policy
Event types should be defined in metadata tags Code Smell	
Event names should not be hardcoded in event listeners Code Smell	
The special "star" type should not be used	
Code Smell	
Variables of the "Object" type should not be used	
Code Smell	
Methods should not be empty	

override "Event.clone()" • Bug
Constructors should not dispatch events
Rug
"ManagedEvents" tags should have companion "Event" tags
∰ Bug
Objects should not be instantiated inside a loop
Two branches in a conditional structure should not have exactly the same implementation
Constructor bodies should be as lightweight as possible
Only "while", "do" and "for" statements should be labelled
Statements, operators and keywords specific to ActionScript 2 should not be used
"for" loop stop conditions should be invariant
Unused function parameters should be removed
Code Smell